

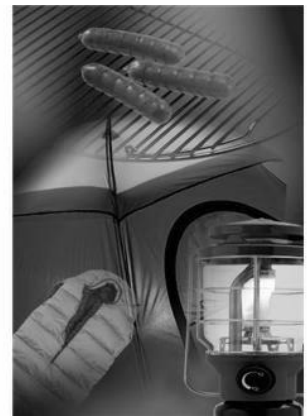
Packing List

What to BRING...

Community gear is provided by AdventureServe Ministries including tents, cooking equipment, general camping gear, food, climbing gear, etc.

The Necessities

- T-shirts (crop tops or immodest clothing is not appropriate).
- Shorts (no short-shorts - guys or girls).
- Sweater, jacket, or fleece and pants for cool evenings.
- Old, warm clothes for caving (will get very muddy) and old shoes (may get ruined). Bring these even if you are not planning to cave, because the weather may change your plans.
- Socks, underwear (enough for the entire week).
- Modest swimsuit (Swimming may or may not be available).
- Footwear is required for swimming and rafting (unless in a pool). Flip-flops are not enough, use sandals with an ankle strap or old sneakers.
- At least 1 pair of boots or thick-soled shoes.
- Shoes and/or sandals for around camp.
- Personal toiletries (toothbrush, soap, shampoo, deodorant, etc.).
- Towel & washcloth.
- Raingear: poncho or parka (plan for rain).
- Hat
- Sunscreen
- Bug Spray (or be sure a friend has some)
- Flashlight with 2 sets of batteries.
- Canteen or water bottle (at least 1 Liter).
- Safety goggles.
- Hammer.
- Work gloves.
- Sleeping bag, pillow & ground pad (air mattresses are not allowed - too big).
- Bible, notebook and pen (in a Ziploc bag is a good idea).
- Large and small plastic bags for dirty clothes & protecting gear from rain.
- Any necessary medications (with a MD's note).
- Be sure to bring enough clothes for the entire week!!!



WHAT NOT TO BRING

- Valuables (Your gear will be stored in tents or vehicles).
- Cell phones, TV's, stereos, CD players, etc.
- Your favorite clothing (They will get dirty, torn, & likely ruined!)
- Alcohol or drugs
- Firearms, knives with blades over 3 inches long
- Animals/pets
- Junk food

Be Responsible!

* At AdventureServe Ministries, you will be responsible for keeping track of your own stuff. AdventureServe Ministries is not responsible for any lost, damaged, or stolen items.

* Any personal gear/equipment requiring special knowledge for use must be stored away from other participants.